

# Unit 3 Principles of Design

- 1.Principles of Design
- 2.asymmetrical balance
- 3.radial balance
- 4.balance
- 5.symmetrical balance
- 6.emphasis
- 7.rhythm through gradation
- 8.rhythm through opposition
- 9.rhythm through radiation
10. rhythm through repetition
11. rhythm through transition
- 12.harmony

# Scratch Art

Using one of the types of rhythm, plan a design and then use a 'Scratch Art' paper to make your design. This will go in your portfolio as your rhythm example. This is due

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